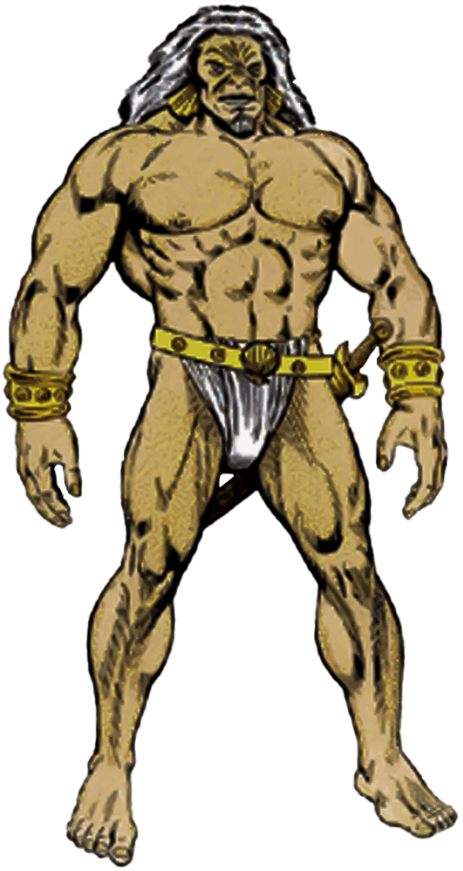

REEF GIANT

Standing sixteen feet tall, this imposing giant exudes confidence. The giant's long silver hair seems all the more brilliant in the direct light of the sun, and its copper skin glistens with sea water and salt.

Loners. Reef giants live in solitude for the majority of their lifespan. They enjoy the peace and quiet that comes with carving out your own spot in the world. They make their homes on tropical islands, on the seafloor, and in large reefs teeming with sea life. Though they tend to live in obscurity, they do not live in squalor. Reef giants construct and live within colossal mansions large enough to house them comfortably in luxury. They make sure to take time for relaxation and enjoyment of life as a point, making sure to avoid being involved with politics and other such petty endeavours. As such, they are completely exempt from the ordning, opting not to participate in giant culture beyond their own.

Monogamous Lovers. While unjoined, reef giants may live a lonely life, should they find a partner and fall in love, they mate for life. When two reef giants find one another to be suitable companions, they merge what riches and other assets they have and live their life of luxury together. Should the pair ever produce children, upon reaching adulthood, all but the eldest daughter leave the giant's estate to claim

their own corner of the ocean. Traditionally, the eldest daughter remains with her parents to care for them as they pass into old age, and eventually to the afterlife, however, such service doesn't come without reward. Upon the passing of her final parent, all riches and estate owned by her parents pass on to the ownership and care of the eldest daughter to do with as she pleases. Such an eligible bachelorette often attracts suitors from the surrounding area, who are welcomed to make their case for partnership. Reef giants are notoriously picky, unwilling to settle for anything less than exactly what they want, and this attitude also extends to their choice of companion. In many cases the eldest daughter may simply exchange her assets for treasure and take up a life of adventure before finding a place to call her own.

Strange Wanderers. Many reef giants are content to simply live out their long lives in a paradise of their own creation, however, there are always those among them that wish to see more of the world before settling down. Such individuals often find work as sailors, though only the largest seafaring vessels can manage to take them aboard. Those that choose a simple life are often able to grind out a living by taking various treasures and oddities from the seafloor to market for trade, using the gold they earn to pay for materials and other luxuries they can't find themselves in the ocean.

Reef Giant

Huge Giant, Typically Neutral Good

Armour Class - 15 (natural armor)
Hit Points - 225 (18d12 + 108)
Speed - 50 ft., swim 60 ft.

STR 28 (+9)
DEX 15 (+2)
CON 22 (+6)
INT 14 (+2)
WIS 18 (+4)
CHA 20 (+5)

Saves CON +10, WIS +8, CHA +9
Skills Nature +6, Perception +8, Persuasion +9
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 18
Languages Aquan, Common, Giant
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Amphibious.

The giant can breathe air and water.

Actions

Multiattack.
The giants can make an attack with its net. It then attacks twice with its trident.

Trident.
Melee Weapon Attack: +13 to hit, reach 15 ft., one creature.
Hit: 19 (3d6 + 9) damage.

Net.
Ranged Weapon Attack: +13 to hit, reach 10/30 ft., one creature.
Hit: The target is restrained (escape DC 15). The net has no effect on creatures that are formless. Dealing 15 slashing damage to the net (AC 10) frees the creature without harming it, ending the effect and destroying the net.

Rock.
Ranged Weapon Attack: +13 to hit, reach 60/240 ft., one creature.
Hit: 35 (4d12 + 9) bludgeoning damage.

Whirlpool (Recharge 5-6).
The giant creates a whirlpool in a body of water surrounding it. All creatures within 60 feet of the giant are pulled 15 feet towards it and take 14 (4d6) bludgeoning damage, or half as much on a successful DC 17 Strength Saving Throw. Creatures that fail this save by 5 or more immediately begin to suffocate as water rushes into their lungs.

Innate Spellcasting.
The giant's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: create or destroy water, *shape water, water breathing, water walk*
• 3/day each: *fog cloud, misty step, wall of water*
• 1/day each: *control weather*